

METHOD AND APPARATUS FOR PROVIDING COMPUTER POINTING DEVICE INPUT TO A VIDEO GAME CONSOLE

Abstract

A method and apparatus for adapting a computer pointing device to a video game console. In one embodiment a mouse plugs into an adapter which has an output that plugs into an input of a console. The adapter receives motion data from one or more computer mice and translates this into a format compatible with a game controller for that console. This data is then output to the console which perceives the data as from a single game controller. Thus computer pointing device output, such as from a mouse, is adapted to a console such that the user can control games on that console using the mouse. Data from a computer pointing device can also be combined with data from a keyboard such that the user may play games on a console using a mouse and a keyboard, as is common on personal computers.